

Fallout



POST APOCALYPTIC CAMPAIGN SETTING

GENESYS

Credits

THEME DESIGN AND DEVELOPMENT

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Introduction

TROPS

Fallout centers around a post-apocalyptic retro-future America. The tone of the setting is a cross between post-apocalypse-survival and 50s-era-atompunk. After World War II, the world advances the power of the atom, and uses up many of its natural resources in the process to create a variety of fusion powered comforts. When resources begin to run dry, hostilities around the world escalate, resulting in a catastrophic nuclear war. Some people managed to survive in the blasted wasteland of Post-war Earth, but others survived by paying for space in large underground Vaults constructed before the Cataclysm, Vaults built by an American corporation called "Vault-Tec".

50s ATOM-PUNK AMERICANA

The Fallout United States diverges slightly from the real world sometime after World War II. The transistor was not invented, but vacuum tubes and atomic physics became the leading edge of technology. This lead to an "atom-punk golden age," with all the socio- and economic ideals of the 1950s marching in step with nuclear powered cars, advanced weapons and armor, robots, and other futuristic technologies. Because of the lack of transistors, technology tends to still be bulky. Cell phones were never invented, nor were small computers. TV monitors use cathode ray tubes, and people still use landline based telephones. The 1950s cold-war era paranoia persisted until the devastating end of the Great War in October, 2077.

APOCALYPTIC WASTELAND

These themes carry through 200 years later, when civilization is trying to claw its way back from the brink of extinction. The wasteland world is littered with the arti-



facts of pre-war America, some useful, but mostly junk. Ramshackle settlements try to make a living in blasted out buildings that somehow have survived 200 years of war, weather, and mutated creatures. Few animals survived unchanged; two-headed cattle and giant mutant insects thrive in vast numbers. Even once-small lizards have grown into apex predators called Deathclaws, a common and deadly hazard in the wastelands.

RADIATION

The wasteland is still reeling from the effects of the world-encompassing nuclear war, even 200 years later. Atomic energy was everywhere; from power plants that lit up the city at night to fusion powered cars and airliners, even down to small fusion batteries that powered hand-held devices. The radioactive by-products of the nuclear age litter the Wasteland. Vast sections of the country are still deadly radioactive hot-zones. Vehicles once powered by the atom lie dormant and rusting, causing their fusion powered engines to leak and sometimes explode in mini-atomic blasts. Vast quantities of radioactive waste were improperly disposed of, allowing toxic sludge to seep into nearby ground-water. Lakes, streams, and even the oceans have a small amount of radiation in them; more so if they contain radioactive waste or a submerged and rusting nuclear-powered car. In all cases, anyone living in the Wasteland must constantly contend with the threat of irradiation.

MIXED TECHNOLOGY

With the near total destruction of America's manufacturing capability, the production level of the wasteland has dropped dramatically. Inventive crafters have learned to build with scrap, making useful items like armor, furniture, houses, and weapons. This has led to a great re-purposing of a wide variety of salvaged items; as street sign might be turned into a chopping weapon, a gardening tool, or an armored breastplate. A car's hood could now be a table, window shutter, or a shield. Cables from an old telephone pole could now support a catwalk in a city, hold together a section of a defensive wall, or utilize their original purpose and carry power from one place to the next.

Although hundreds of years have passed, the denizens of the Wasteland still use a surprisingly large amount of ancient technology. Robots continue to serve as assistants, guards, or wandering dangers. Much of the hardware of the US military was resilient enough to survive hundreds

of years of storage, or was able to be repaired. Computer terminals still store data on old memory tapes, and can control a variety of machines scattered throughout the ruins of America. Even the mighty power armor suits of the US Military and various private security contractors can be found and brought back to life with a charged fusion battery.

Encounter three people in the wasteland and one could be wearing armor made from scrap metal and Brahman hide wielding a laser pistol, another wearing a few pieces of military combat armor using a pipe-wrench with saw blades welded to it, while the third stands resilient in T-51 power armor bearing a mini-gun in its grip. One never knows what they'll find in the ruins of the wasteland.

FANATICAL GROUPS

Many people in the Wastelands have banded together to increase their odds of survival. Several of these groups form settlements or small towns, relying on each other for defense, production, and companionship. Some form raider gangs and eke out a living raiding settlements and the merchants traveling the ruins of America's roadways.

A few survivors have even formed paramilitary organizations, or groups that could be considered cults. They may keep to themselves, work for the benefit of others, or actively try to rule or simply kill anyone not belonging to their group. The Fallout wasteland is populated by a wide variety of such groups; from the Brotherhood of Steel to the Legion, and the Children of Atom to the Institute. Big or small, these groups represent mankind's ability to work

together to survive, as well as man's ability to hurt or help their fellow man.

THE VAULTS

Of course, the greatest resource for surviving tech may be the Vaults, the vast underground communities created by Vault-Tec before the war. Many of these Vaults suffered mechanical failures or social hardships during their time in isolation (some accidental, others intended as a part of Vault-Tec's twisted social experiments). At various points in the past 200 years, a number of Vaults reopened and joined the wasteland community. A few Vaults are even still closed off, living in isolation for one reason or another and filled with vault-dwellers who know relatively nothing of the dangers of the wasteland world. In any case; populated, abandoned, or ruined, these Vaults represent a treasure trove for salvagers and wanderers alike.

SURVIVAL

Throughout the series, a main recurring theme of the Fallout games is simply surviving in the ruins of Wasteland America. With so few resources left, and truly safe havens nowhere to be found, trying to survive against the hazards of weather, radiation, mutants, and even fellow man is a daunting task. A settler in the wastelands is just as likely to die from being shot by a raider as they are from radiation poisoning, a bite from a mole rat, or by simply catching a disease.



New Rules

Environmental Effect - Radiation

Radiation is a constant threat in the post-apocalyptic wasteland. With the widespread proliferation of atomic power, just about every community and every vehicle imaginable were powered by nuclear energy. With all those reactors came the nasty by-product of radioactive waste, which had to be stored somewhere (and not always where appropriate or safe location). Over the centuries, many of those storage facilities failed, leaking radiation into the surrounding area and compounding an already existing problem. Additionally, some creatures that survive in the Wasteland exude radiation, poisoning and weakening any other living thing that gets close to them.

Radiation damage can also be caused by certain attacks by radioactive creatures or weapons. In these cases, the character increases their Radiation Level by the Radiation Rating listed for that attack; no Resilience roll is made.

Upon being exposed to radiation, the character increases their radiation level by an amount equal to the radiation rating. However, the character must make a Resilience check to attempt to mitigate this increase. The difficulty of the check is determined by the severity of the source of radiation (see Table 1-3: Radiation). If successful, the character reduces the radiation level increase by 1, and reduces it by a further 1 per additional \star , to a minimum of 0. $\clubsuit\clubsuit\clubsuit$ or \clubsuit on the roll can result in the character suffering from Radiation Poisoning; they add \blacksquare to every skill check until their Radiation Level is reduced to zero. This effect is cumulative if $\clubsuit\clubsuit\clubsuit$ or \clubsuit are generated across multiple checks.

Certain attacks made by radioactive creatures or weapons can also increase a character's radiation rating. This is denoted by the Rad item quality.

Table 1.1 - RADIATION

Rating	Difficulty	Example
1-2	Average ($\spadesuit\spadesuit$)	An open barrel of radioactive waste, a cracked reactor in a car or motorcycle, irradiated plant-life, immersion in most large bodies of natural water, consuming lightly irradiated food or water
3-5	Hard ($\spadesuit\spadesuit\spadesuit$)	Area near a recent detonation of a small reactor (Silhouette 1-2), multiple open barrels of radioactive waste, consuming heavily irradiated food or water
6-9	Daunting ($\spadesuit\spadesuit\spadesuit\spadesuit$)	A vast toxic spill covering a wide area, the area near a recent detonation of a large reactor (Silhouette 3-4)
10+	Forbidible ($\spadesuit\spadesuit\spadesuit\spadesuit\spadesuit$)	Area after a nuclear detonation (atomic weapon or Silhouette 5+ reactor), being in a nuclear reactor, being immersed in radioactive waste

Radiation Level

All characters and creatures in Fallout have an additional quality; Radiation Level. This represents how much radiation a creature has absorbed and is suffering effects from. A character decreases their wound and strain threshold by an amount equal to their radiation level, to a minimum of 1.

Curing Radiation

With all the ways for someone to contract radiation, survival in the wasteland can come down to removing the radioactive poison from their body. The easiest and fastest way is to use RadAway; using the radiation curative removes three points of Radiation from a character.

Alternately, radiation can be treated with a variety of chemicals, herbs, and vitamins administered by a trained medical professional. The process requires an average of 100 caps in materials which are administered to the radiation sickened character. The administering character makes an Average ($\spadesuit\spadesuit$) Medicine check, each net \star removes one point of Radiation from the character.

New Archetypes

Characters in Fallout can be any human archetype, as detailed in the Genesys Core Rulebook. In addition, radiation and genetic experimentation has led to two mutant-human races; Ghouls and Super Mutants. Many robots have either survived since the Great War or have been repaired by wasteland technicians. Some ingenious survivors are even able to build new robots from scrap. Several of these robots possess complex personalities and individual desires, and strike off on their own.

GHOUL

Ghouls are decrepit, rotting, zombie-like mutant humans. They succumbed to their condition through prolonged exposure to intense radiation. The physical effects of this radiation sickness are extreme; decayed skin and in some cases ligaments, as well as patchy or total hair loss. Paradoxically, ghoul also have greatly extended life spans; some ghouls who are alive today grew up in Pre-War times. After ghoulification, additional exposure to radiation does not harm, and can even sometimes heal, a ghoul.

Archetype Abilities



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** A Ghoul starts with one rank in Survival during character creation. They obtain this rank before spending experience points, and may not increase Survival above rank 2 during character creation.
- **Rad Resistance:** Ghouls take no damage from Radiation damage sources. Once per session when exposed to a source of radiation damage, a ghoul character may spend a Story Point to heal a number of wounds equal to the rating of the radiation source.



ROBOT

Robots in the wasteland come in a variety of shapes and sizes. Their capabilities are determined by their original purpose of construction; the hovering Mr. Handy came with a trio of spindly arms that have pincer hands, buzzsaws, or even small flame projectors. Meanwhile the Protectron series of robots were used in fire and rescue, police and security, and even construction. Other robots were specifically built with warfare in mind, and possess a lethal variety of weapons bonded directly to their metal frames.

Archetype Abilities



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Special Abilities:** After selecting their career, your robot character may train one rank in six of the eight career skills (instead of the usual four).
- **Special Abilities:** Robots do not need to eat, sleep, or breathe, and are unaffected by toxins and poisons. If you are using the cybernetics rules from the science fiction setting (see page 177), robots do not reduce their strain threshold when they receive cybernetics (the cybernetics can represent upgraded mechanical components instead of true cybernetics).
- **Inorganic:** Since robots are inorganic, they do not gain the benefits of recovering wounds with painkillers or a Medicine check. Robots can recover wounds and strain naturally by resting, as their systems attempt self-repairs. Robots can also be “healed” by using the Mechanics skill instead of the Medicine skill, but otherwise following the guidelines detailed on page 116 of the Genesys Core Rulebook. A robot also increases its soak by two.

SUPER MUTANT

Super Mutants are produced when a normal human is infected with a genetic-altering compound called Forced Evolutionary Virus, or “FEV”. Exposure to the compound irrevocably changes the human on a genetic level and alters their physical form. They are taller, bulkier, and stronger than normal humans. Their skin coloration changes in hue to a shade of grey, green, or yellow. Constitution and strength are greatly enhanced, and the mutant becomes immune to

radiation and disease. While the process renders the Super-Mutant sterile, the constant regeneration of cells makes Super Mutants effectively immortal. The mental effects of exposure to FEV are varied; many Super-Mutants lose much of their cognitive abilities. Those that retain their higher reasoning and mental prowess are valuable allies or exceptionally dangerous opponents.

Archetype Abilities



- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 80 XP
- **Forced Evolutionary Virus:** Super Mutants reduce the Encumbrance and Cumbersome value of all wielded weapons by 1. Super Mutants are also immune to damage from radiation.

Careers, Skills, and Talents

Fallout uses careers, skills, and talents that would be appropriate in a Modern Day setting. The Knight career is also appropriate for use; either with the fantasy skill set or with the sci-fi setting changes.

New Talents

The following talents are designed based on several perks available in Fallout.

Some of these talents may have the same effects as talents from other settings (such as Better Criticals/Lethal Blows, or Medic/Painkiller Specialist). If a talent has the exact same effect as another talent with another name, only one of the two talents can be purchased.

TIER 1

CHEM RESISTANT

Tier: 1

Activation: Passive

Ranked: Yes

When checking for addictions to Chems at the end of an

encounter, upgrade your Resilience check once per rank of Chem Resistance.

RAD RESISTANT

Tier: 1

Activation: Passive

Ranked: Yes

Reduce Radiation damage from all sources by one per rank of Rad Resistant.

STRONG BACK

Tier: 1

Activation: Passive

Ranked: Yes

Increase your Encumbrance Threshold by 1 per rank of Strong Back.

TIER 2

BIG LEAGUES

Tier: 2

Activation: Passive

Ranked: Yes

Your character adds +1 damage per rank of Big Leagues to one hit per successful Melee combat check.

BLOODY MESS

Tier: 2

Activation: Passive

Ranked: No

When you perform a combat check that defeats an opponent (or a minion from a minion group), you may spend AAA or ☀ to Disorient all opponents at short range from the target until the end of your next turn. The target is killed and cannot be revived by any means.

GUNSLINGER

Tier: 2

Activation: Passive

Ranked: Yes

Your character adds +1 damage per rank of Gunslinger to one hit per successful Ranged (Light) combat check.

IRON FIST

Tier: 2

Activation: Passive

Ranked: Yes

Your character adds +1 damage per rank of Iron Fist to one hit per successful Brawl combat check.

PAIN TRAIN

Tier: 2

Activation: Passive

Ranked: No

When you move to engage a target, you may activate this talent to add 3 damage to one hit from a successful close combat check made before the beginning of your next turn.

RIFLEMAN

Tier: 2

Activation: Passive

Ranked: Yes

Your character adds +1 damage per rank of Rifleman to one hit per successful Ranged (Heavy) combat check.

TIER 3

BETTER CRITICALS

Tier: 3

Activation: Passive

Ranked: Yes

Add +10 per rank of Better Criticals to any Critical Injury results inflicted on opponents.

DEMOLITION EXPERT

Tier: 3

Activation: Passive

Ranked: Yes

Increase Blast damage dealt by +1 per rank of Demolition Expert.

MEDIC

Tier: 3

Activation: Passive

Ranked: No

Note: This talent replaces Painkiller Specialization in the Genesys Core Rulebook.

When your character uses stimpacks, the target heals one additional wound per rank of Medic. The sixth stimpack and beyond each day still has no effect. Additionally, when your character uses RadAway, the target reduces their Radiation by one additional level.

TIER 4

COMMANDO

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Perform the Commando maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.

HEAVY GUNNER

Tier: 4

Activation: Passive

Ranked: No

When making a gunnery check, the character may spend AAA or ⚡ to stagger the target until the end of the target's next turn.

PENETRATOR

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Before making a combat check this turn, perform the Penetrator maneuver to add the Pierce quality to the attack with a rating equal to your Cunning. If the weapon already has Pierce, it is improved by an amount equal to your Cunning.

TIER 5

BLITZ

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per turn, you may move to Engaged range with an opponent at Short range as an Incidental action.

New Equipment

ITEM QUALITIES

Rad

When Rad is triggered, the target's radiation level increases by an amount equal to the weapon's Rad rating. When a character's radiation level is increased by the Rad item quality, they do not make a Resilience check to try and mitigate the increase, but any Rad Resistance they have is

still applied.

While wearing armor with this quality, reduce the Radiation damage from all radioactive sources by an amount equal to the armor's Rad rating.

WEAPONS

The weapons that can be encountered out in the wasteland are varied; they could be relics from the Pre-War, cobbled together with junk and ingenuity in the time since, or in rare cases newly manufactured by one of the few weapon smiths still able to make new weapons. In addition to those listed below, any weapon from the Modern Setting (Genesys Core Rulebook Page 168) is available with the exception of the Portable Missile Launcher (replaced by the

Missile Launcher in the Weapons section).

Pipe Pistol

A crude, homemade weapon, pipe guns were common in pre-war street gangs and gun enthusiasts. Two centuries later, it's a staple of wasteland combat favored by settlers, raiders, and super mutants all over. Pipe guns are highly modifiable, more so than any other weapon in the Wasteland.

Pipe Submachine Gun

A fully-automatic version of the Pipe Pistol. Most of these weapons have had some sort of shoulder stock jury-rigged in place, to allow for better control for shooting at targets at distance.

* * * AMMUNITION * * *

In Fallout, if a ranged combat check generates $\Delta\Delta\Delta$ or \otimes that result may be spent to cause the weapon to run out of ammo.

Pipe Rifle

Pipe Rifles share many qualities as pipe pistols with a few additions; a stock has been affixed and a longer barrel worked into the weapon to allow it to hit distant targets. Like their smaller cousins, Pipe Rifles are highly customizable.

Combat Shotgun

A militarized version of an old favorite, the combat shotgun holds several more rounds than the classic shotgun as well as having semi-automatic capability. These weapons were often found on battlefields and in the hands of police SWAT team members.

Minigun

The ultimate in ballistic weaponry. Normally only utilized on the field by power armor troopers (or very hardy individuals). The minigun needs a moment for the barrels to spin up before they can fire. This weapon may only make Auto-Fire attacks.

Gamma Gun

The gamma gun is crude weapon but a technological marvel. Most weapons of this type look home made, but always consist of a pistol grip, a central hexagonal housing,

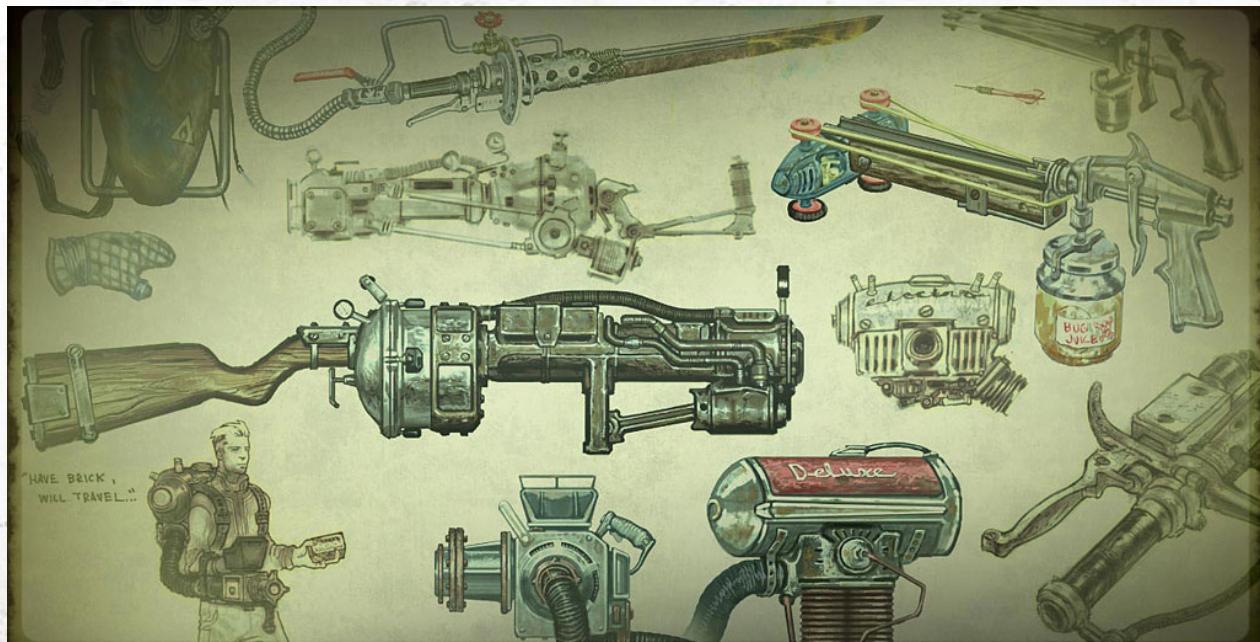


Table 1.2 - Weapons

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rare	Special
Slugthrowers									
Pipe Pistol	Ranged (Light)	5	4	Short	1	3	75	2	Inaccurate 1
Pipe Submachine Gun	Ranged (Light)	5	4	Medium	2	4	225	4	Auto-fire, Inaccurate 1
Pipe Rifle	Ranged (Heavy)	7	4	Medium	3	5	325	6	Inaccurate 1
Combat Shotgun	Ranged (Heavy)	8	3	Medium	4	2	1000	7	Blast 5
Gauss Rifle	Ranged (Heavy)	12	2	Extreme	5	3	1875	9	Cumbersome 3, Pierce 5, Slow Firing 1
Minigun	Gunnery	10	4	Extreme	6	2	1375	8	Auto Fire Only, Cumbersome 4, Prepare 1
Energy Weapons									
Gamma Gun	Ranged (Light)	4	-	Medium	2	2	600	10	Rad 4
Laser Pistol	Ranged (Light)	6	3	Medium	2	2	550	6	Accurate 1
Plasma Pistol	Ranged (Light)	10	2	Short	2	2	1325	8	Inaccurate 1, Vicious 2
Laser Rifle	Ranged (Heavy)	8	3	Long	4	3	1000	7	Accurate 1
Laser Musket	Ranged (Heavy)	7	3	Long	5	4	650	6	Prepare 1
Plasma Rifle	Ranged (Heavy)	10	2	Medium	4	3	1625	9	Innacurate 1, Vicious 3
Gatling Laser	Gunnery	12	3	Extreme	6	3	1825	10	Auto Fire Only, Cumbersome 5, Pierce 2, Prepare 1
Explosive Weapons									
Molotov Cocktail	Ranged (Light)	6	3	Short	1	0	100	3	Blast 6, Burn 3, Limited Ammo 1, Prepare 1
Fragmentation Grenade	Ranged (Light)	8	4	Short	1	0	150	6	Blast 6, Limited Ammo 1
Missile Launcher	Gunnery	15	3	Extreme	5	2	1050	8	Blast 12, Cumbersome 3, Pierce 3, Limited Ammo 1
Fat Man Launcher	Gunnery	25	2	Long	6	2	2775	10	Blast 15, Breach 1, Cumbersome 4, Limited Ammo 1, Prepare 1, Rad 5
Melee Weapons									
Brass Knuckles	Brawl	+1	4	Engaged	1	1	50	2	Disorient 3
Power Fist	Brawl	+3	3	Engaged	3	1	450	7	Knockdown, Unwieldy 3
Baseball Bat	Melee	+2	4	Engaged	2	1	75	3	
Pipe Wrench	Melee	+2	5	Engaged	2	1	100	5	Disorient 2
Ripper	Melee	+3	2	Engaged	2	2	400	8	Pierce 1, Vicious 2
Bumper Sword	Melee	+4	4		6	2	225	6	Cumbersome 5, Vicious 1

and have a small emitter dish that projects the weapon's gamma ray when fired. Targets hit by the gamma ray suffer some damage, but the true threat comes from the weapon's ability to apply large amounts of radiation to a target.

Laser Pistol and Laser Rifles

Laser pistols are lightweight combat-ready energy weapons once used by the military. They utilize fusion cells to project red beams of searing light at a target. The Laser Rifle is a longer range version of the Laser Pistol. Because of the extra amplifiers in the longer barrel, the laser rifle does more damage and has a longer range. In some cases, targets killed by laser weapons are reduced to piles of ash.

Laser Musket

A unique weapon rarely found outside of the Commonwealth, the Laser Musket utilizes salvaged parts from a Laser Rifle and incorporates them into a wooden frame. A priming chamber needs to be cycled via a ratcheting crank between shots, which charges the chamber and makes the musket ready to fire. The weapon is a favorite among the Minutemen in the Commonwealth.

Gatling Laser

The reputed king of the battlefield, the gatling laser is the energy weapon equivalent of the minigun. Rotating laser barrels put out a blistering amount of fire downrange. It takes time for the laser barrels to spin up to firing speed, much like a minigun. Powered by the same Fusion Cores that run power armor, the Gatling Laser is a bulky, hard to carry weapon. For those with the ability to utilize it, the gatling laser is the ultimate weapon to bring to bear on the hazards of the wasteland.

Plasma Pistol and Plasma Rifle

A hand-held plasma caster that fires super-heated bolts of energy. Due to the (relatively) slower speed of the projectile, plasma weapons are more inaccurate than laser weapons but cause more grievous injuries to the target. In some cases, targets killed by plasma weapons are reduced to glowing piles of plasmic-goo.

Gauss Rifle

This big and bulky weapon uses magnetic induction to propel a 2mm projectile to hypersonic speeds. The impact of even such a small object at that velocity causes devastating damage to whatever it hits. The rifle's capacitors take some time to recharge, which can leave the shooter holding a cumbersome, useless rifle for a short period of time.

Molotov Cocktail

Used in revolutions the world over. The Molotov Cocktail is a classic mixture of a highly flammable liquid in a

glass bottle with a soaked cloth sticking out of the neck for a wick. Light the cloth, toss the bottle, and watch your enemies burn to death.

Fragmentation Grenade

A staple of anti-infantry combat for centuries. Pull the pin, count to three, and throw (the grenade, not the pin).

Missile Launcher

For some of the more robust hazards in the wasteland (or for when you really want to put the hurt on someone), the hard-to-find missile launcher is an unparalleled tool. It is a weapon capable of reducing a group of raiders to bloody salsa, or for piercing the breastplate of an enemy power armor soldier. Replacement missiles cost 400 caps.

Fat Man

The Fat Man is perhaps the most devastating infantry weapon ever unleashed upon the modern battlefield - a hand-held catapult that launches portable nuclear bombs. The weapon is huge, over 6 feet long consisting of a rail-driven catapult system, targeting scope, and a firing handle. When activated, the Fat Man projectile is shot along the rails of the launcher, flinging the projectile into the air. Fat Man launchers are big, bulky, and are very dangerous to employ. A d rolled while using a Fat Man means the nuclear detonation injures the firing character as well (the character takes damage equal to the weapon's Blast rating, even if Blast was not triggered). Replacement Fat Man bombs cost 1,500 caps.

Brass Knuckles

A catch-all term for any metal band or set of rings worn on the fingers to add weight and power to punches.

Power Fist

Originally used in Pre-War construction sites by demolition crews, the Power Fist is a piston-driven hammering device worn on the forearm. The device greatly increases the damage capability of unarmed attacks.

Baseball Bat

Also called a "swatter", this sports-equipment-turned-weapon is frequently seen employed by raiders and scavengers, and almost always modified with nails, barbed wire, or other bits of metal.

Pipe Wrench

Another handy tool often employed with lethality. Loosen bolts with it one minute, loosen bones with it the next.

Ripper

At one time, someone thought it would be a good idea to turn a chainsaw into a battle-ready weapon. Whether or not the inventor was right is often debated, but most people employing a Ripper in combat will attest to its effectiveness. Certainly, the sight of someone charging you with a combat chainsaw is an intimidating one to say the least.

Bumper Sword

Often used by the many Super Mutants in the wasteland, this is a bladed weapon made from the steel bumper of an old automobile. It's very heavy and cumbersome, but for those strong enough to employ it there are few weapons that can match it in melee combat.

ARMOR

Protecting yourself against the hazards of the wasteland is key to surviving in the Fallout world. For the past two centuries, wastelanders have been using all sorts of materials to protect themselves. They will forge armor from whatever is lying around or scavenge suits from ruined police stations and abandoned military depots. The technique of making armor from animal hides and from forged metal have been rediscovered, and in some cases improved upon. Reliable suits can last for decades if cared for properly; some suits of armor have been handed down from generation to generation thanks to the rugged survivability of their construction.

Heavy Clothing

Not armor so much as just rugged clothing that will protect someone from scrapes and abrasions. Commonly a heavy cloth like denim or canvas, or light leather protection like a leather jacket.

Hazmat Suit

An invaluable find for anyone exploring the radioactive hot zones of the Wasteland, Hazmat Suits provide exceptional protection against almost all forms of radiation.

Table 1.3 - Armor

Name	Soak	Defense	Price	Encum	HP	Rarity
Heavy Clothing	+1	0	50	2	0	2
Hazmat Suit	+0(Rad 8)	0	250	4	1	5
Vault-suit	+1	0	100	2	2	8
Security Armor	+1	1	425	4	0	5
Raider Armor	+1	0	50	4	2	2
Leather Armor	+1	0	300	3	2	4
Metal Armor	+2	0	450	5	2	5
Combat Armor	+2	1	975	4	2	7

Vault-Suit

One of the many wonders of the Vault-tech corporation, the Vault-suit is the standard attire for any resident of a Vault. Since there were a limited number of vaults, it's difficult to find Vault-suits in the Wasteland. In addition to basic protection, each Vault-suit is thermally controlled and resistant to radiation, granting **■** to all **Resilience checks**. Vault Suits can be worn under other suits of armor.

Security Armor

Utilized by riot police before the War and by VaultTec security after the War, these suits of armor are somewhat hard to find outside of the Vaults but offer decent overall protection to those lucky enough to find them.

Raider Armor

Armor that is made up of junk lying around. Tires, lengths of rebar, frying pans, metal frames, all held together with rope and leather belts. It doesn't look pretty, but it's better than nothing when a mole rat starts gnawing on your leg.

Leather Armor

Made from Brahmin, Radstag, or even Deathclaw hides, leather armor offers improved protection against energy weapons. The armor's Soak value increases by an additional +1 against Energy weapons.

Metal Armor

Almost a refined version of Raider armor, Metal armor is usually made from scrap sheet metal but has been worked into true armor pieces. Because of its sturdiness compared to the hodge-podge Raider armor, Metal Armor offers increased protection at the cost of additional weight.

Table 1.4 - Gear

Name	Price	Encum	Rarity
Extra Reloads	50	1	3
Fusion Core	300	2	6
Pipboy	1000	1	10
Rad Away	100	0	4

Combat Armor

Military-designed protection for the post-apocalyptic wasteland. With the military buildup just before the Great War, a large number of these suits have survived over the past two centuries. Made to defend against bullets, knives, and explosives, Combat Armor offers exceptional protection against all types of attacks.

GEAR

Extra Reloads

Extra Reloads represents a cache of bullets, energy cells, or other ammunition for any weapon. If your weapon suffers a “Runs Out of Ammo” effect, you may spend a Maneuver and expend an Extra Reload to reload that weapon. You cannot use Extra Ammo on any weapon with the Limited Ammo quality; ammunition for those weapons must be found or purchased individually.

Fusion Core

A compact, powerful battery that operates on nuclear fusion. Primarily used to fuel power armor suits, Fusion Cores have a wide variety of applications from back-up power for residential structures to powering heavy energy weapons. Once drained, the Fusion Core can only be recharged by a large nuclear reactor (such as in a power plant, Pre-War warship, or Vault)

Fusion Cores are rugged, but if their casing is breached while they still carry a charge they could explode. Any hit to a Fusion Core that deals 10 damage will rupture the cell, resulting in a nuclear detonation at the end of the current round (Damage 15, Breach 1) and apply a Radiation 5 effect out to short range until the end of the following round.

Pipboy

The Pipboy is the ultimate personal computing device available in either the pre-war United States or the post-war Wasteland. Able to assist the wearer with a variety of tasks, the Pipboy is a useful electronic tool. Its interface cable can connect to a variety of computers and devices, including the access panels to the main door of any surviving Vaults. Pipboys also store a significant amount of data,



from topographical maps to recorded transmissions and journal entries. It can also pick up radio signals and play holotapes (including hologames).

A user can turn up the Pipboy’s brightness, causing the screen to function as an ad-hoc flashlight. Pipboys also have programs that help the wearers analyze opponents and assist in targeting weak spots on their bodies.

A turned-up Pipboy provides light, and removes ■■ added to checks due to darkness. (If it becomes important to determine how far the light reaches, a Pipboy provides light out to Short range.) When a character using a Pipboy takes the Aim maneuver to target a specific location, they remove ■ from the subsequent combat check.

Rad Away

A necessary survival tool for anyone roaming the wastes, or simply trying to live there. RadAway is a mixture of chemicals that bonds with radiation particles, allowing it to be purged from the body. When used, a character reduces their current radiation level by 3.

Table 1.5 - Weapon Attachments

Name	Price	Rarity
Auto-Fire	600	6
Bayonet	150	3
Beta Wave Capacitor	1000	7
Beam Splitter	1200	5
Charge Crank	2000	6
Extended Magazine	200	4
Night Vision Scope	500	8

Table 1.6 - Armor Attachments

Name	Price	Rarity
Pocketed Armor	200	3
Radiation Shielding	1200	4
Shadow Coating	800	6
Sturdy Armor	2000	5

ATTACHMENTS

The wasteland is seemingly filled with inventive survivors that have figured out how to kitbash and modify just about anything. In addition to the Item Attachments and Hard Points alternate rules (Page 208 of the Genesys Core Rulebook), the Fallout Setting has several more attachments to modify weapons and armor.

WEAPON ATTACHMENTS

Auto-Fire

This attachment turns the weapon into one capable of making Auto-Fire attacks, either through the modification of the weapon's semi-automatic nature or by adding rotating barrels.

Use With: This attachment can be added to any Ranged (Light) or Ranged (Heavy) weapon that lacks the Auto Fire, Prepare, Slow Firing, or Limited Ammo quality.

Modifiers: Reduce the weapon's base damage by one and add the Auto Fire quality.

Hard Points Required: 2

Bayonet

The bayonet is a blade attached to the underside barrel of any weapon. A tried and true method of making a melee weapon ready at a moment's notice, most weapons can either support a bayonet or can be modified to do so. Even handguns can be retrofitted to have a stabbing implement attached to them.

Use With: Any slugthrower

Modifiers: The weapon can now be used as a melee weapon with the following stats; Melee, Damage +2, Crit 3, Range (Engaged), Pierce 1. The weapon gains the Inaccurate 1 quality when making ranged combat checks.

Hard Points Required: 1

Beta Wave Capacitor

By adding a Beta Wave capacitor to an energy weapon, the bolt of energy is able to superheat the target to the point of combustion.

Use With: This attachment can be added to any energy weapon.

Modifiers: The weapon gains the Burn 2 quality. **Hard Points Required:** 2

Beam Splitter

The focusing crystals or ejector ports of an energy weapon can be modified to cause the energy projectile to spread out similar to a shotgun blast. This allows the weapon to potentially hit more than one target, at a cost of reducing the effective range of the weapon.

Use With: This attachment can be added to any energy weapon that uses the Ranged (Light) or Ranged (Heavy) skill.

Modifiers: The weapon gains the Blast quality equal to the base damage of the weapon -2. Reduce the weapon's Range by one range band.

Hard Points Required: 2

Charge Crank

A special attachment specifically for Laser Muskets, the Charge Crank adds a series of additional capacitors to the musket. This modification allows the wielder to cycle more energy into the weapon, ramping up the power of the musket's next shot. The capacitors can only store so much charged energy, and could damage itself while firing.

Use With: Laser Muskets only

Modifiers: The wielder may spend a maneuver to cycle an additional charge into the Laser Musket, up to a maximum of three charges. Every additional charge adds 2 damage and h to the next ranged combat check made with the musket. During that combat check, hhhh or d may be spent to damage the Laser Musket by one step (as if it had been Sundered). Unused charges dissipate from the musket at the end of the encounter.

Hard Points Required: 2

Extended Magazine

The ammunition capacity of many ballistic weapons can be modified to carry more rounds.

Use With: Any Ranged (Light) or Ranged (Heavy) slugthrower without the Limited Ammo quality.

Modifiers: The weapon can only suffer the "Runs Out of Ammo" effect with a d result.

Hard Points Required: 1

Table 1.7 - Power Armor

Name	Soak	Defense	Price	HP	Rarity
Raider	8	0	4500	1	4
T-45	10	0	6000	2	6
T-51	10	1	7800	4	9
T-60	12	0	9200	4	8
X-01	12	1	12200	5	10

Night Vision Scope

This useful relic from the pre-War era allows a shooter to see their targets in low-light and even no-light conditions. Very few can make new night-vision scopes, so those that are available are found or salvaged attachments.

Use With: This attachment can be added to any Ranged (Light) or Ranged (Heavy) weapon.

Modifiers: Reduce the penalty to ranged combat checks from darkness or concealment by.

Hard Points Required: 1

ARMOR ATTACHMENTS

Pocketed Armor

This modification adds a series of pouches, bags and carrying loops to the armor in key areas. These additions makes it easier for the wearer to carry a greater amount of equipment.

Use with: Any armor type

Modifiers: Increase the Encumbrance threshold of the character by 2.

Hard Points Required: 1

Radiation Shielding

By adding lead-lined strips and other radiation blocking materials a suit of armor can be made resistant to some forms of radiation. The addition of such material does weigh down the armor considerably.

Use with: Any armor type

Modifiers: Armor gains Rad 4 (or increases existing Rad rating by +2), increase armor's Encumbrance by 2. **Hard Points Required:** 1

Shadow Coating

Most suits of armor can be modified to enable the wearer to reduce the chance of being detected while sneaking. This is accomplished through painting the armor dark colors to blend in with shadows, and placing noise dampening materials in key areas of the armor to reduce friction and noise.

Use with: Any armor type

Modifiers: Add to all Stealth checks made while wearing the armor.

Hard Points Required: 1

Sturdy Armor

Most armors can have their protective qualities increased by adding more plates or layers. This comes at a slight consequence of weight and flexibility.

Use With: Raider, Leather, Metal, or Combat armor, and Vault-Suits

Modifiers: Increase the armor's Soak rating by +1 and the encumbrance by +2

Hard Points Required: 1

Power Armor

Representing the apex of mobile military technology, power armor can turn a single soldier into a nigh-unstoppable juggernaut. A power armor wearing soldier can wield powerful weapons that previously required a fixed position or a vehicle mount to utilize. Wearers are resistant to damage and radiation, can move with swift speed, lift heavy objects, and punch with great force.



Various models of power armor have survived into today's wasteland, even some that were used in commercial advertising; their armored forms covered in Nuka-Cola logos or frosted Sugar Bombs emblems.

Power Armor are subject to the following rules:

Encumbrance

While powered, the Power Armor acts more like a vehicle than a suit of armor. The suit's powerful servos negate any encumbrance caused by the suit, and does not count towards the character's current encumbrance total. When a Fusion Core is not installed, the Power Armor suit has its full Encumbrance rating (see "Fusion Cores" below).

Soak Rating and Defense Rating

The Soak rating of the Power Armor suit is not additive to the Soak rating of the wearer, it has its own value. It does not add to the character's base soak, nor is it affected by other armor the character is wearing. When attacked, damage is reduced by the character's Soak rating or the Power Armor's Soak rating, whichever is higher.

If the character's personal armor has a Defense rating, it is replaced by the Defense rating of the Power Armor even if the Power Armor's is lower.

Rad Resistance

All power armor have an innate Rad rating equal to the armor's current Soak value.

Enhanced Strength

While wearing power armor, the wearer's Brawn characteristic is considered to be 2 higher when calculating damage from close combat checks, Encumbrance Thresholds, and for the Cumbersome weapon quality.

Falling

When determining falling damage, reduce the effective distance fallen by two range bands to a minimum of zero if the wearer succeeds at their Athletics or Coordination check, or by one range band if they failed their skill check.

Fusion Cores

The Power Armor operates by drawing power from a disposable Fusion Core. Once drained, the Core's charge cannot be replenished; another Fusion Core with a charge must be installed to restore the power armor to operation. The more activities that are performed with the suit, the faster the Core is drained.

A \otimes result on any skill check while wearing Power Armor may be spent to cause the suit's Fusion Core to run dry at the end of the encounter. A suit of Power Armor that has an empty (or no) Fusion Core is severely hindered. The un-powered suit has an Encumbrance equal to its current Soak

Rating (to a minimum of 8). The person wearing the power armor cannot gain benefit from any attachments granted by the armor. The wearer may also only use one Maneuver on their turn to move.

Critical Hits

When a character suffers a critical hit, the resulting Critical Injury roll is reduced by an amount equal to 5 times the current Soak rating for the Armor to a minimum of 1. Additionally, the Soak Rating of the Power Armor is reduced by 1 until it can be repaired.

Triumphs

If \otimes is rolled during a combat check against a character wearing power armor, the \otimes can be used to reduce the Soak rating of the armor by 3. This occurs after the attack is completed and damage is calculated vs. the current Soak rating. This reduction lasts until the armor can be repaired.

Repairs

Restoring a power armor to its full Soak Rating is a **Hard (♦♦♦) Mechanics** check. It requires a tool kit and replacement parts; the GM determines if sufficient salvage is available to complete the repairs. The difficulty of the check is upgraded twice if it is attempted without a Power Armor Cradle or similar heavy equipment lift. A \otimes rolled during the repair check may be spent to reduce the Soak Rating of the Power Armor by 1, permanently.

POWER ARMOR TYPES

"Raider" Power Armor

Raiders are a problem in the Wastelands, but the most dangerous ones are those that had the luck and ingenuity to get a power armor exoskeleton working. Crude armor plate and repurposed metal are grafted to the power armor frame to protect the wearer. The resulting armor isn't pretty, but it's certainly effective.

Table 1.8 - Power Armor Attachments

Name	Price	Rarity
Combat Bracers	400	3
Jet Pack	5000	9
Medic Pump	2400	6
Motion Assist Servos	1500	5
Optimized Servos	2000	6
Recon Sensors	3500	7
Tesla Coils	3600	8



T-45 Power Armor

One of the most common power armors in use before the Great War, the T-45 was deployed by the US Military, city police forces, and security teams at several powerful corporations (including Vault-Tec). The earliest versions of the T-45 fought on the front lines against the Chinese during the Great War. A simplistic design compared to later power armor models, the T-45 never the less is a work-horse design and is the power armor suit most often seen roaming the Wastelands.

T-51 Power Armor

First deployed in the Anchorage Reclamation campaign during the Great War, the T-51 was the most advanced power armor suit in mass production by the US Military. The suit saw continuous use throughout the Great War up until the Cataclysm, and many suits have survived over the centuries. The suit's TX-28 MicroFusion Pack provides exceptional power output, allowing the suit to support a variety of upgrades and optional attachments. Most T-51s were deployed in active duty units around the world when the bombs fell, making the T-51 an uncommon sight in the Wastelands of the United States.

T-60 Power Armor

The T-60 was developed in early 2077, after the Anchorage Reclamation showcased the effectiveness of advanced power armor in combat operations. It was to be the pinnacle of power armor technology, and intended to replace the T-51. It shares many design elements with the older T-45, but improves the efficiency and effectiveness of the technology. The T-60 had just began to be shipped out to U.S. Army units in the continental United States when the

Cataclysm occurred, making it the second most common Power Armor encountered in the wasteland.

X-01 Power Armor

An experimental power armor suit in development as the Cataclysm occurred, the X-01 is the most advanced and rarest of power armor suits. While the bulk of its development occurred just before the bombs fell in October of 2077, it was later engineered by remnants of the U.S. military after the end of the Great War in underground facilities. It incorporates lightweight metal alloys with ceramic reinforcements across its protective surfaces. This allows for the suit to deflect many attacks away instead of simply absorbing the energy of the attack. The suit can incorporate a wide variety of upgrades, allowing it to be a virtual terror on the battlefield.

POWER ARMOR ATTACHMENTS

Combat Bracers

By reinforcing the gauntlets of the power armor with extra plating, striking surfaces, or even rusty lengths of rebar

Table 1.9 - Chems

Name	Price	Rarity
Buffout	100	6
Jet	75	4
Med-X	250	7
Mentats	150	5
Psycho	350	6
Rad-X	100	4

welded on, the Power Armor is able to increase the damage dealt when making Brawling attacks.

Use With: Any Power Armor

Modifiers: +2 damage when making Brawl combat checks

Hard Points Required: 1

Improved Shielding

The Power armor can be made more resistant to energy weapon attacks by coating the armored surfaces with a variety of chemical coatings. Surfaces treated with these chemicals become more resistant to energy attacks, allowing some of the energy to be absorbed or harmlessly dispersed around the armor.

Use With: Any T- or X- series power armor

Modifiers: Increase Soak value by +2 when taking damage from

Energy Weapons

Hard Points Required: 1

Jet Pack

One of the most intimidating sights an enemy soldier could witness during the Great War was that of a platoon of flying power armor troopers sailing through the air. By channeling the energy of the suit's Fusion Core through a series of reaction chambers and focus nozzles, the power armor can take limited flight to cross great distances. Coupled with the suit's ability to reduce damage taken when falling from great heights, Jet Pack equipped power armor can leave any unsuspecting opponent reeling when they suddenly "drop in" from higher positions or circling aircraft.

Use With: Any T- or X- series power armor

Modifiers: Spend a maneuver to move to any point within medium range, horizontal or vertical. Additionally, reduce the effective number of range bands when determining falling damage by one additional range band.

Hard Points Required: 2

Medic Pump

Through a series of on-board life support sensors and injection tools, the suit is able to detect when the wearer suffers great injury and administer pain-killers to keep the trooper in the fight. The Medic Pump can hold up to ten Stim-packs, and will administer them as needed if the wearer suffers any significant injury.

Use With: Any power armor

Modifiers: At the beginning of the wearer's turn, if their Wounds are more than half of their Wound Threshold, the power armor administers a Stim-Pack to the wearer. This costs no action and happens automatically.

Hard Points Required: 1

Motion Assist Servos

The power servos that help move the armor and its core frame have been enhanced, granting the wearer even more super-human strength.

Use With: Any power armor

Modifiers: The wearer's Brawn characteristic is now considered to be 3 higher (instead of 2) when calculating damage from close combat checks, Encumbrance Thresholds, and for the Cumbersome weapon quality.

Hard Points Required: 1



Optimized Servos

By fine tuning the efficiency of the suit's servo actuators, the suit is able to perform better and with less draw from the suit's Fusion Core. This can greatly extend the battery life of the Fusion Core, and allow the suit to operate longer before needing a replacement.

Use With: Any power armor

Modifiers: Once per session, ignore ♦ spent to cause the suit's Fusion Core to become drained at the end of the encounter.

Hard Points Required: 2

Recon Sensors

The Heads-Up Display in the suit's helmet can be tied into a more powerful scanning and detection system, granting the operator an increased chance of noticing hostile targets.

Use With: Any power armor

Modifiers: Add □ to all Vigilance checks

Hard Points Required: 1

Tesla Coils

An unusual modification, giant conical coils are attached to the back and shoulders of the power armor. During combat, anyone engaged with the target stands a chance of suffering a potentially lethal shock from the coils. These coils can be turned on or off as needed, allowing the operator to protect nearby allies from being electrocuted accidentally.

Use With: Any T- or X- series power armor

Modifiers: The Tesla Coils may be turned on or off as an Incidental action during the operator's turn. While active, a result of ♦♦♦ or ♦ on any skill check made by any creature at engaged range may be spent to deal 6 damage to all creatures engaged with the Power Armor. This damage is considered to be from an energy weapon.

Hard Point Cost:

Chems

A slang term for "drugs", chem use is prevalent throughout the wasteland for a variety of reasons. Some chems increase the combat effectiveness of the user, a trick that can sometimes mean the difference between life or death. Others use chems for the traditional reasons some turn to drugs, as a way of coping with the harsh reality of wasteland life.

Most chems are powerful narcotics, and can cause the user to become addicted if they use the drugs too often. They carry a host of side-effects, from physical addiction

to loss of cognitive function and even overdose. Used sparingly, chems can turn the tide of an encounter and help save the day. Used frequently, chems can lead to addiction, loss of potential, and even death.

USING CHEMS

Drawing and using a chem is a Maneuver, as long as the chem is in an easy-to-access location. If the chem is buried in a pouch or pack, it would take a maneuver to retrieve the chem and a second to administer it. Unless otherwise stated, a character cannot be affected by multiple doses of the same Chem at the same time.

Chem use is, by its nature, dangerous. There is a fair chance that frequent (or even rare) use of chems can result in addiction and possible death for a character. Use of chems is intended to be a risk and a gamble; as much of a chance to save the day as it is to end that character's adventures. While the main character in the Fallout video games has never died from an overdose, other characters in the world have. GM's can decide how lethal they want their player's chem use to be, and spend d appropriately when checking for addiction and overdose.

CHEMS

Buffout

Buffout is an advanced steroid that gained notoriety by its secret use by professional athletes before the Great War. The pill-shaped drug increases the physical characteristics of the user; specifically strength and endurance. Highly addictive, the chem can cause cardiac arrest and even death.

Effect: Using Buffout will increase the Brawn characteristic of the user by 1 for the remainder of the encounter. The character's Wound Threshold is also increased by 2 until the end of the encounter.

Addiction: At the end of the encounter, the character must make an **Average (♦♦) Resilience check**. This roll is made without the boost granted by the chem. Failure means the character is now addicted to Buffout, and suffers ■ to all Brawn checks when not affected by the drug. ♦ may be spent to have the character suffer a cardiac episode; a **Hard (♦♦♦) Critical Injury** that reduces their Brawn characteristic by 1 until it is healed. Failure to heal the critical injury within a few hours means the character dies from a heart attack.

Jet

This addictive chem causes an altered state of consciousness where time appears to slow, allowing the user to perform more actions than normal for a short period of time. Made from brahmin "fertilizer" (droppings), the true origin of Jet is unknown, but its use and effectiveness can-

not be ignored. Raiders and other wasteland combatants use Jet frequently to give them an extra edge in combat.

Effect: Using Jet will grant the character an additional set of actions at the end of the current round. This additional set of actions does not count as the character's next turn for the purposes of talents and effects. If multiple characters use Jet in the same round, the order each character acts is the same as the order the characters took the Jet during that round. (First person who took Jet that round acts first at the end of the round, then the second, and so on).

Addiction: At the end of the encounter, the character must make a **Hard (♦♦♦) Resilience check**. Upgrade the check once each additional time Jet was taken in the encounter. Failure means the character is now addicted to Jet. Jet addicts must spend an additional 2 strain on non-free maneuvers and suffer ■ to all Agility checks when not affected by Jet.

Med-X

Med-X is a potent opiate analgesic that reduces the perception of pain as well as the emotional response to it. It is delivered by hypodermic needle, and in large doses could cause a lethal overdose. The chem had a notorious presence in the US Army, utilized by soldiers in the field to help them fight on in spite of painful injury. This led to many soldiers becoming addicted to the drug. The drug is produced and utilized today by many warriors in the wasteland.

Effect: Using Med-X will increase the character's Soak value by 1 until the end of the encounter. Multiple uses of Med-X are cumulative.

Addiction: At the end of the encounter, the character must make an **Average (♦♦) Resilience check**, upgrading the difficulty once per additional dose of Med-X taken during the encounter. Failure means the character is now addicted to Med-X, and suffers ■ to all Agility checks and reduces their Soak value by 1 while not under the effects of Med-X. ♦ may be spent to have the character suffer an overdose; a **Hard (♦♦♦) Critical Injury**. The character immediately suffers enough Strain damage to exceed their Strain Threshold by 1. If this Critical Injury is not treated within a short time (an hour or two), the character will die of the overdose.

Mentats

Created by the pre-War corporation Med-Tek, Mentats were designed to increase memory functions and speed up mental processes. They became very popular on college campuses as a party drug for the increase in creativity these drugs caused. Addiction to Mentats can cause a mental fog within the person, affecting their ability to relate to others and causing them to carry a "stoned" appearance.

Effect: Using Mentats will increase the character's Intellect

and Cunning by 1 until the end of the encounter.

Addiction: At the end of the encounter, the character must make an **Average (♦♦) Resilience check**. Failure means the character is addicted to Mentats and suffers a -1 to Presence when not under the effects of the drug.

Psycho

One of the more dangerous chems in production, Psycho is an injected drug created by the pre-War military as an attempt to enhance a soldier's combat effectiveness. It increases the user's damage output by enhancing hand-to-eye coordination to strike vital areas on enemy targets. Psycho also dampens the user's higher brain functions, making for a tough but uncontrollable soldier. Those under the effects of Psycho tend to be berserkers who thrive to fight.

Effect: Using Psycho upgrades all combat checks made by the character by one until the end of the encounter. Multiple uses of Psycho are cumulative. **Addiction:** At the end of the encounter, the character must make an

Average (♦♦) Resilience check. Upgrade the check once per each additional dose of Psycho the character took that encounter. Failure means the character is addicted to Psycho; the character reduces their Brawn characteristic by 1 while not under the effects of Psycho. ♦♦♦ may be spent to have the character's aggression overtake him and he lashes out at the nearest person, physically attacking them. ♦ may be spent to have the character suffer a Lethal Overdose; a **Hard (♦♦♦) Critical Injury**. They will die within one round/one minute unless the critical injury can be healed.

Rad-X

Rad-X is a chem that can significantly reduce the danger caused by radiation. Rad-X pills were produced in large quantities before the Great Cataclysm, so they are common enough in the Wasteland that bottles can still be located over 200 years later. Rad-X can make a huge difference in surviving irradiated hot zones (or attacks from irradiated creatures) in the wasteland.

Effect: Taking Rad-X grants the character an innate Rad rating of 1 for the remainder of the encounter. Multiple uses of Rad-X are cumulative, increasing the character's Rad rating by +1 with each dose taken. This increase also applies to any Rad rating granted by armor worn.

Addiction: Rad-X is non-addictive.

CURING ADDICTION

The major danger of taking chems is the likelihood of the user becoming addicted to them. Chem addiction is a widespread problem in many areas in the wasteland; seemingly everyone knows someone who's addicted to chems. Being a chem addict can cause social ostracization, but more importantly it creates a reliance on a drug that may eventually kill you. The best solution for dealing with ad-

diction is to go through detoxification and hopefully break the addiction to the chem.

If someone is addicted to chems, they will need to undergo a detox in order to cure them of their addiction. There are two ways that someone can cure their chem addiction; medical detox or by going "cold turkey". It can be sometimes difficult to find a doctor who is able to perform a chem detox. These medical professionals are usually found only in the larger established communities, and rarely in smaller settlements or wandering the wasteland. This makes going cold turkey sometimes the only option to cure a chem addiction.

Cold Turkey

One way an addiction can be broken is by trying to go cold-turkey from the chems for a week. During that time the character cannot be under the effects of any chem. At the end of the week, the character makes a **Hard (♦♦♦) Resilience or Discipline check**, upgraded once for each additional chem the character is addicted to. ♦ means the character is no longer addicted to one chem, plus one additional chem per net ♦♦ rolled. The process can then be repeated for another week to cure an additional chem addiction they have, and so on until they are cured of all their addictions.

Medical Detox

Alternately the addict can receive help in curing the addiction from a trained medical professional. The detox process costs an average of 400 caps for the chemicals necessary to assist in the detox process, and takes an entire day to complete. The person administering the drugs makes an **Average (♦♦) Medicine check**, upgraded once per additional addiction the addict has. Each net ♦ cures one addiction. ♦ may be spent to cause a critical injury to the addict, with a +10 to the Critical injury roll for each addiction the character had.



Adversaries

There are a wide variety of hazards and dangers to be found out in the wastelands. Mutated creatures, robot constructs, things that were once human, and even aliens from other worlds. Sometimes the most dangerous opponent one can face in the wasteland are the desperate fellow humans who prey on the weak or are merely trying to survive.

DEATHCLAWS

Originally created before the Great War by the government to replace human troops in battle, deathclaws were derived from mixed animal stock, primarily from the very popular Jackson Chameleon. They were then refined by a secret post-war society, using genetic manipulation and the Forced Evolutionary Virus. The resulting creature is incredibly fast and powerful. Around 2161, deathclaws were still considered mysterious and legendary creatures to many. As the deathclaw population grew and began to spread across the continent, the deathclaws stopped being perceived as legendary beasts, and started to be seen just as another dangerous wasteland creature.

Deathclaws will commonly attack with both claws, or a claw and bite attack. Use the standard rules for two-weapon fighting when doing so.

Deathclaw (Nemesis)

5	3	1	3	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

8	28	16	1 0
Soak Value	Wound Threshold	Strain Threshold	M/R Defense

Skills: Brawl 3 Perception 2 , Resilience 2 , Vigilance 2

Talents: Adversary 1 (Upgrade the difficulty of all combat checks against this target once), Knockdown (May spend ♦ on combat checks to knock a target prone), Durable 2 (Reduce all Critical Injuries suffered by -20 to a minimum of 1)

Abilities: Keen Senses (Ignore ■■ on Perception checks), Silhouette 2, Terrifying (Characters must make a **Hard (♦♦♦) Discipline check** upon first sight of a Deathclaw or suffer ■ until the end of the encounter)

Equipment: Claws (Brawl, Damage 8, Crit 3, Range [Engaged], Pierce 3, Vicious 2), Bite (Brawl, Damage 6, Crit 4, Range [Engaged], Ensnare 1, Pierce 2, Vicious 1)

FERAL GHOULS

Occasionally, the human mind does not survive the process of becoming a ghoul intact. In some cases, higher cognitive function is lost; sometimes early on, occasionally over time. In other ghouls the mind simply cannot cope with their new form and they snap, turning into feral, instinct driven monsters. In either case, once a Ghoul goes Feral, there is no coming back from it.

Feral Ghouls act like zombies, wandering around mindless or seeking food. They're not true zombies, they can be fast when they need be and the same trauma that would kill a human would also kill a feral ghoul. No head-shot is required to kill one.

Feral Ghoul (Minion)



Skills: Brawl, Perception

Talents: None.

Abilities: Immune to Radiation

Equipment: Claws and Teeth (Brawl, Damage 6, Crit 4, Range [Engaged], Pierce 1)

Feral Ghoul Roamer (Rival)



Skills: Brawl 1 , Coercion 1 , Perception 2 , Vigilance 1

Talents: Adversary 1 (Upgrade the difficulty of all combat checks against this target once)

Abilities: Immune to Radiation

Equipment: Claws and Teeth (Brawl, Damage 6, Crit 4, Range [Engaged], Pierce 1)

Glowing One (Nemesis)



Skills: Brawl 1 , Coercion 1 , Perception 2 , Vigilance 1

Talents: Adversary 1 (Upgrade the difficulty of all combat checks against this target once)

Abilities: Immune to Radiation

Equipment: Claws and Teeth (Brawl, Damage 6, Crit 4, Range [Engaged], Pierce 1)

MIRELURK

No one is really sure what creature the mirelurk mutated from, but these dangerous, territorial crustaceans are a threat to any that travel near bodies of water. They usually gather in small groups, laying clutches of eggs in marshy areas. They typically will bury themselves in the mud or dirt around their habitat, either to rest or to lie in wait of prey.

Mirelurks are protected by a thick shell that most weapons have a hard time penetrating. There are a few places that are more vulnerable to attack such as extremities and the face, but it's difficult to attack those locations specifically, especially if a Mirelurk is trying to claw your own face off.

Mirelurk (Rival)



Skills: Brawl 1 , Perception 1 , Stealth 2 , Survival 1

Talents: Knack For It 1 (Remove from Stealth checks), Parry 2 (Take 3 strain to reduce melee damage taken by 5 before applying Soak)

Abilities: Tough Shell (An attacker may take the Aim maneuver to target the face of the Mirelurk; on a success the Mirelurk's Soak is reduced by 5 for one hit of that combat check)

Equipment: Pincers (Brawl, Damage 6, Crit 3, Range [Engaged], Pierce 2)

Mirelurk Hatchling (Minion)



Skills: Brawl, Perception

Talents: None.

Abilities: None.

Equipment: Bite (Brawl, Damage 4, Crit 3, Range [Engaged])

MOLE RAT

Mole rats are mutated rodents that are much larger than their pre-War cousins. They have survived as a species by burrowing underground where the soil protected them from direct nuclear explosions. However, they still were greatly mutated by the subsequent fallout, increasing their size as well as their viciousness. A few people in the wastes claim to have even trained them and kept them as pets.

Mole Rat (Minion)



Skills: Brawl, Perception, Survival

Talents: None.

Abilities: Burrow (May take a maneuver to burrow underground, gaining total cover and concealment from all attackers. While burrowed, the mole rat may spend additional maneuvers to move while underground. Burrow can be performed on any natural surface except solid rock, and on concrete.) Grounburst (May burst out from being burrowed underground as an incidental action, gaining □ to combat checks against one opponent until the end of the current turn)

Equipment: Bite (Brawl; Damage 6; Crit 4; Range [Engaged]; Pierce 2, Sunder)

RADSCORPION

The common Emperor scorpion has grown significantly in size due to centuries of exposure to radiation in the Wasteland. Now the size of a human (or larger), these deadly arachnids can burrow underground and burst forth to surprise their prey. With their highly venomous stingers and powerful claws, radscorpions can quickly kill most Wasteland creatures or wanderers.

* * * GLOWING * * *

Many creatures in the wasteland have absorbed so much radiation that they actually glow, and exude deadly amounts of radiation around themselves. These dangerous mutations can be identified by their pale hide, sickly green glow, and hideous growths across their body.

Any living creature (except humans and those already immune to radiation) can be made into a "Glowing" version by adding the following traits; the creature gains Immunity to Radiation and increases their Strain and Wound Thresholds by 2. Their attacks gain a Rad rating equal to their Willpower.

Humans who are exposed to this much radiation become Glowing Ones (see Feral Ghouls).

Radscorpion (Rival)



Skills: Brawl 2 □□, Perception 2 □□, Stealth 2 □□, Resilience 1 □□, Vigilance 1 □□

Talents: Adversary 1 (Upgrade the difficulty of all combat checks against this target once),

Abilities: Burrow (May take a maneuver to burrow underground, gaining total cover and concealment from all attackers. While burrowed, the scorpion may spend additional maneuvers to move while underground. Burrow can be performed on any natural surface [except solid rock] and on concrete.) Poisonous (Creatures struck by the radscorpion's poison stinger must make an **Average (♦)** **Resilience check**, failure means they suffer 3 strain and 3 wounds. ♦♦♦ or ♦ on the check may be spent to also suffer a critical injury)

Equipment: Claws (Brawl, Damage 6, Crit 4, Range [Engaged], Pierce 1), Poison Stinger (Brawl, Damage 7, Crit 3, Range [Engaged], Pierce 2, Prepare 1)

RAIDERS

Raiders are a plague of the Wasteland, desperate souls who have banded together to take what they want from those who are simply trying to survive. Some raider gangs are small, only consisting of a few members. Other raider gangs number into the hundreds, thanks to one charismatic leader able to charm (or bully) others into following them.

Raiders (Minion)



Skills: Brawl, Melee, Ranged (Light), Resilience

Talents: None

Abilities: None

Equipment: Pool Cue (Melee, Damage 5, Crit 4, Range [Engaged]), Pipe Pistol (Ranged [Light], Damage 5, Crit 5, Range [Short], Inaccurate 1), Raider Armor (+1 Soak)

Raider Boss (Rival)



Skills: Brawl 1 , Coercion 2 , Leadership 2 , Melee 2 , Ranged (Light) 2 , Streetwise 1 , Vigilance 2

Talents: Adversary 1 (Upgrade the difficulty of all combat checks against this target once),

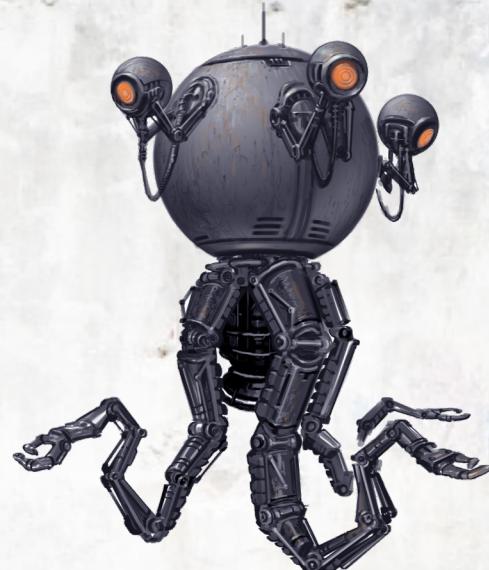
Abilities: None

Equipment: Knife (Melee, Damage 4, Crit 3, Range [Engaged]), Pipe Submachine Gun (Ranged [Light], Damage 5, Crit 4, Range [Medium], Auto-Fire, Inaccurate 1), Sturdy Raider Armor (+2 Soak).

ROBOTS

Robots were a common sight in the pre-War America. They served as security, tour guides, in the military, and even in residential homes. Robots were created in a variety of styles and abilities; some walked, others flew around on hover jets powered by micro fusion fuel. Larger robots used multiple Fusion Cores as power; fusion batteries usually reserved for Power Armor operations. Whether they helped in hospitals, warfare, construction, or doing yard-work, these mechanical marvels where everywhere.

After the War, some robots survived the devastation and still function. Others have been repaired by skilled salvagers and restored to their original purpose, or pressed into service in other areas. Most robots found wandering the Wastelands do so because of a programming error. Some are harmless, while others will attack anything they come across.



Protectron (Rival)



Skills: Brawl 1 , Ranged (Light) 2 , Perception 2 , Vigilance 2

Talents: Adversary 1 (Upgrade the difficulty of all combat checks against this target once)

Abilities: Robot (does not eat, sleep or breathe; immune to toxins and poison), Ponderous (Cannot spend more than one Maneuver to move each turn).

Equipment: Integral Laser (Ranged [Light], Damage 6, Crit 3, Range [Medium], Accurate 1), Pincer Hands (Brawl, Damage 5, Crit 4, Range [Engaged], Pierce 1)

Mr. Handy (Rival)



Skills: Knowledge (Education) 2 , Melee 1 , Ranged (Heavy) 1

Talents: Uncanny Senses (Add to Perception and Vigilance checks)

Abilities: Robot (does not eat, sleep or breathe; immune to toxins and poison), Hover-jet (Ignores Difficult Terrain)

Equipment: Pincer Claw (Brawl, Damage 3, Crit 4, Range [Engaged], Pierce 1), Buzz-saw (Melee, Damage 4, Crit 2, Range [Engaged], Pierce 2, Vicious 1), Integral Flame Thrower (Ranged [Heavy], Damage 10, Crit 2, Range [Short], Burn 3, Blast 6)

Sentry Bot [Nemesis]



Skills: Gunnery 2 , Perception 1 , Resilience 1



Talents: Adversary 2 (Upgrade the difficulty of all combat checks against this target twice).

Abilities: Robot (does not eat, sleep or breathe; immune to toxins and poison), Explosive Death (When the Sentry Bot's Wound Threshold is exceeded, it's Fusion Cores destabilize and explodes at the end of the current round. Anyone at Short Range from the Sentry Bot at that time must make an **Average (♦)** **Athletics check** to dive for cover or escape the blast radius. Failure means they take 15 damage and 5 Radiation.), Inefficient Cooling (If the Sentry Bot rolls ♦ on any check, it is Immobilized and Staggered until the end of its next turn. The Fusion Cores of the robot are exposed during this time and may be targeted)

Equipment: Minigun (Gunnery, Damage 10, Crit 4, Range [Extreme], Auto-Fire only, Prepare 1), Auto Laser (Gunnery, Damage 8, Crit 3, Range [Long], Auto-Fire), Bomblet Launcher (Gunnery, Damage 8, Crit 4, Range [Medium], Blast 6)

SCAVENGERS

Scavengers are a catch all classification for anyone who wanders the wasteland, surviving on whatever they can scrounge up from the ruins of pre-war America. Scavengers tends to be isolationists, or travel in small groups. They tend to be untrusting of others, and think everyone else will attempt to screw them over at the first opportunity.

Scavenger (Rival)



Skills: Cool 1 , Deception 2 , Ranged (Heavy) 2 , Perception 1 , Skulduggery 2 , Vigilance 1

Talents: Adversary 1 (Upgrade the difficulty of all combat checks against this target once)

Abilities: None

Equipment: Pipe Rifle (Ranged [Heavy], Damage 6, Crit 5, Range [Long]), Leather Armor (+1 Soak), Stimpack, 43 Caps

SUPER MUTANTS

Super Mutants were originally created just before the Cataclysm by subjecting humans to the Forced Evolutionary Virus (FEV). After the bombs fell, the project was continued by secret agencies within the former US Government that survived in their own secure Vaults. The result are powerful, 10ft tall hulking brutes that believe themselves to be the pinnacle of human evolution.

The intellect of most Super Mutants diminishes as a result of the transformation, but some do retain their intelligence and charisma. Those super mutants are truly dangerous beings; overlords who are able to attract and lead a formidable force of deadly mutants, capable of annihilating any wasteland community they come across.

The oldest and strongest Super Mutants may evolve into Behemoths; towering giants over 20 feet tall. These monstrous humanoids lose the ability for speech, and most cognitive function, but are still cunning hunters and deadly foes to anything in the wasteland.

Super Mutant Brute (Rival)



Skills: Brawl 1 , Coercion 2 , Melee 2 , Ranged (Heavy) 2

Talents: Durable 1 (Reduce all Critical Injuries suffered by -10 to a minimum of 1)

Abilities: Forced Evolutionary Virus (Reduce the Encumbrance and Cumbersome value of all wielded weapons by 1, Immune to damage from Radiation)

Equipment: Hunting Rifle (Ranged [Heavy], Damage 8, Crit 3, Range [Long], Accurate 1, Limited Ammo 2), Nail bat (Melee, Damage 6, Crit 3, Range [Engaged], Pierce 2), Super Mutant-sized Metal Armor (+2 Soak)

Super Mutant Overlord (Nemesis)



Skills: Brawl 1 (Yellow), Coercion 3 (Yellow), Cool 2 (Yellow), Leadership 2 (Yellow), Melee 2 (Yellow), Ranged (Heavy) 3 (Yellow), Vigilance 2 (Yellow)

Talents: Adversary 1 (Upgrade the difficulty of all combat checks against this target once), Defensive (+1 melee and ranged defense), Durable 2 (Reduce all Critical Injuries suffered by -20 to a minimum of 1)

Abilities: Forced Evolutionary Virus (Reduce the Encumbrance and Cumbersome value of all wielded weapons by 1, Immune to damage from Radiation)

Equipment: Assault Rifle (Ranged (Heavy), Damage 8, Crit 3, Range [Long], Auto-Fire), Bumper Sword (Melee, Damage 9, Crit 4, Range [Engaged], Cumbersome 5, Vicious 1), Super Mutant-sized Sturdy Metal Armor (+3 Soak)

Super Mutant Behemoth (Nemesis)



Skills: Athletics 1 (Yellow), Brawl 2 (Yellow), Melee 3 (Yellow), Ranged (Light) 3 (Yellow), Resilience 4 (Yellow), Survival 2 (Yellow)

Talents: Adversary 2 (Upgrade the difficulty of all combat checks against this target twice), Durable 3 (Reduce all Critical Injuries suffered by -30 to a minimum of 1), Enduring 2 (+2 Soak); Strong Arm (Spend a maneuver to increase the range of thrown objects by two range bands), Knockdown (Can spend ⚡ during a combat check to knock a target prone)

Abilities: Forced Evolutionary Virus (Reduce the Encumbrance and Cumbersome value of all wielded weapons by 1, Immune to damage from Radiation), Silhouette 2, Terrifying (Characters must make a Hard (♦♦) Discipline check upon first sight of a Behemoth or suffer ■ until the end of the encounter)

Equipment: Hydrant Bat (Melee, Damage 10, Crit 4, Range [Engaged], Cumbersome 6, Disorient 2), Boulder (Ranged [Light], Damage 10, Crit 4, Range [Short], Concussive 1, Cumbersome 6), Patchwork Armored Plating (+2 Soak)

The Institute

The Institute is a secret, advanced scientific organization. Born from the ashes of the Commonwealth Institute of Technology, the Institute has made great advancements in many science fields, including laser weaponry, hydroponics, teleportation technology, and their greatest and most infamous creation, the Synthetic Humans known more commonly as "Synths".

Geographically, the Institute lies deep beneath the ruins of the Commonwealth Institute of Technology. For hundreds of years, the descendants of many scientists who survived the Great War beneath the University have persevered and worked to advance many fields of scientific study. The Institute is dedicated to advancing humanity's future, but it's a corrupted goal. They work to advance their twisted vision of the future of humanity, no matter how many lives they destroy in the process.

There are four main divisions of expertise within the Institute; Robotics (Synth Construction), BioScience (study and creation of biomechanical life), Advanced Systems (weapons, armor, and technology like the teleportation matrix; the Molecular Relay), and the Synth Retention Bureau. The SRB handles tracking down and retrieving escaped Synths, a growing problem for the Institute.

The Institute uses Synths as an armed defense force, labor, and reconnaissance of the Wasteland world. Rumors abound of Gen 3 Synths being used to replicate and replace humans across the Commonwealth. Recently, many Gen 3 Synths have escaped the Institute with the help of the Railroad, an organization dedicated to helping the "enslaved" synthetic humans obtain freedom.

New Archetypes

SYNTH (GEN 3)

The pinnacle of the Institute's Synth technology, Gen 3 Synths lack the metal structure and plastic, rubberized skin of the Generation 1 and 2 synths. These synths are nearly completely indistinguishable from humans, being made from lab-grown bones, muscles, and organs. They bleed like humans, breathe like humans, and have independent thoughts and feelings like humans. The only difference is a neural-implant embedded within the brain of the synth that allows them to be programmed and manipulated by the Institute staff by voice command.

Many Synths in the Commonwealth act as spies for the Institute, whether willingly or unwittingly. Some have managed to escape the Institute and are attempting to

make a life for themselves, either on their own or with the help of the Railroad. Some have even joined the Railroad to help their enslaved siblings escape the Institute or to cause as much damage as they can to their former masters.

Since synths are engineered by the Institute, they tend to be examples of peak human form. However, synths can sometimes have a hard time relating to others, which could lead some to guess their synthetic nature.



- Wound Threshold:** 10 + Brawn
- Strain Threshold:** 11 + Willpower
- Starting Experience:** 100
- Special Abilities:** You may select one skill when creating a synth. Your synth starts play with two ranks in this skill. You still cannot train their skills above rank 2 during character creation.
- Synthetic Human:** Synths are immune to disease and receive to any Resilience checks to resist environmental effects.
- Neurological Implant:** Gen 3 synths have an implant in their brains that can be exploited by anyone who knows the specific synth's override code. Anyone who knows the synth's code can use it to render the synth inactive by speaking the code phrase (usually a series of letters and numbers).

New Equipment

Institute Pistol and Institute Rifle

These laser weapons have been created and refined by the Institute's Advanced Systems branch. The laser beams generated by these weapons deal slightly less impact damage than their regular counterparts, but the beam cuts flesh, bone, and even metal with greater ease, resulting in crippling or even lethal wounds. Like other such weapons, some targets killed by laser beams are reduced to piles of ash.

Table 2.1 - Weapons

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rare	Special
Institute Pistol	Ranged (Light)	5	2	Medium	1	2	700	7	Accurate 1, Superior
Institute Rifle	Ranged (Heavy)	6	2	Long	3	2	1150	9	Accurate 1, Superior

Table 2.2 - Institute Armor

Name	Soak	Defense	Price	Encum	HP	Rarity
Synth Armor	+1	1	400	3	3	8
Courser Uniform	+2 (Rad 2)	0	850	2	0	10

Synth Armor

Worn by combat-ready synths, this armor is made from carbon nano-fibers and hardened plastics. Due to special protective coatings, the armor grants an additional point of Soak against energy weapons.

Courser Uniform

The standard uniform of the Courisers from the Synth Retention Bureau, these heavy uniform jackets provide exceptional protection against a variety of hazards. In addition to its damage reducing abilities, the uniform provides an innate radiation resistance to the wearer.

New Adversaries

SYNTHS

The product of the Institute's Robotics division, synths represent the pinnacle of the Institute's scientific capabilities. Since they started being produced over a hundred years ago, the synth has evolved from a robotic skeleton to a bio-engineered organism that is nearly identical to a real human being.

Generation 1 synths look like purely robotic humanoids, with the physical capabilities of a human but with limited intelligence. They can suffer immense amounts of damage and still remain dangerous opponents.

Generation 2 synths are sturdier than "Gen 1s" and possess a plastic skin over their skeletal frame. While they look more human, they still possess limited artificial intelligence.

Generation 3 synths are virtually indistinguishable from natural-born humans. Each Gen 3 is build from lab-grown bones, muscle, and organs. All Gen 3 synths have a neurological implant inside their brains allowing them to be programmed and manipulated by the Institute if need be.

Generation 1 Synth (Rival)



Skills: Athletics 1 Coordination 2 Discipline 2 Knowledge 1 Melee 2 Perception 2 Ranged (Light) 2 Resilience 1

Talents: Durable 1 (Reduce the result of any Critical Injury roll suffered by 10)

Abilities: Inorganic (does not need to eat, sleep, or breath, and are unaffected by toxins and poisons.)

Equipment: Institute Pistol (Ranged [Light]; Damage 5; Critical 2; Range [Medium]; Accurate 1, Superior), Security Baton (Melee; Damage 5; Critical 4; Range [Engaged])

Generation 2 Synth (Rival)



Skills: Athletics 1 Coordination 2 Discipline 2 Knowledge 2 Melee 3 Perception 2 Ranged (Light) 3 Resilience 2

Talents: Durable 1 (Reduce the result of any Critical Injury roll suffered by 10)

Abilities: Inorganic (does not need to eat, sleep, or breath, and are unaffected by toxins and poisons.)

Equipment: Institute Pistol (Ranged [Light]; Damage 5; Critical 2; Range [Medium]; Accurate 1, Superior), Security Baton (Melee; Damage 6; Critical 4; Range [Engaged]), Synth Armor (+1 Soak, Defense 1, +2 Soak vs. Energy)

Generation 3 Synth (Rival)



Skills: Athletics 1 Brawl 2 Discipline 2 Knowledge 1 Perception 2 Ranged (Light) 2 Resilience 1 Survival 1

Talents: Indistinguishable

Abilities: Neurological Implant (Anyone who knows the synth's code can use it to render the synth inactive by speaking the code phrase), Synthetic Human (immune to disease and receive to any Resilience checks to resist environmental effects)

Equipment: Pipe Pistol (Ranged [Light]; Damage 5;

Critical 4; Range [Short]; Inaccurate 1), Heavy Clothing (+1 Soak)

Courser (Nemesis)



Skills: Athletics 2 Brawl 3 Coordination 2 Discipline 2 Knowledge 1 Melee 2 Perception 2 Ranged (Heavy) 3 Resilience 1 Survival 3 Vigilance 2

Talents: Adversary 3 (Upgrade all combat checks made against the Courser three times), Commando (Spend a maneuver to remove the auto-fire penalty), Gunslinger 3 (Increase the damage of all wielded Ranged [Heavy] weapons by 3).

Abilities: Neurological Implant (Anyone who knows the synth's code can use it to render the synth inactive by speaking the code phrase), Synthetic Human (immune to disease and receive to any Resilience checks to resist environmental effects)

Equipment: Modified Institute Rifle (Ranged [Heavy]; Damage 10; Critical 2; Range [Long]; Accurate 1, Auto-Fire, Superior), Security Baton (Melee; Damage 6; Critical 4; Range [Engaged])

Institute Head Scientist (Rival)



Skills: Computers 2 Discipline 2 Knowledge 5 Leadership 2 Mechanics 2 Negotiation 2

Talents: Knack for it 2 (Remove from Computers, Knowledge, and Mechanics checks)

Abilities: Synth Protection (Can transfer any hit received in combat to an allied synth at engaged range)

Equipment: Institute Uniform (+1 Soak, Rad 3), 4 stim-packs

CHARACTER

CHARACTER NAME :

SPECIES / ARCHETYPE :

CAREER :

PLAYER :

Fallout

Characteristics



Brawn



Agility



Intellect



Cunning



Willpower



Presence

Soak Value

Wounds

Strain

M/R Defense

Skills

GENERAL SKILLS

CAREER?

RANK

ATHLETICS (BR)	<input type="checkbox"/>	
COMPUTERS (INT)	<input type="checkbox"/>	
COOL (PR)	<input type="checkbox"/>	
COORDINATION (AG)	<input type="checkbox"/>	
DISCIPLINE (WILL)	<input type="checkbox"/>	
DRIVING (AG)	<input type="checkbox"/>	
MECHANICS (INT)	<input type="checkbox"/>	
MEDICINE (INT)	<input type="checkbox"/>	
OPERATING (INT)	<input type="checkbox"/>	
PERCEPTION (CUN)	<input type="checkbox"/>	
PILOTTING (AG)	<input type="checkbox"/>	
RESILIENCE (BR)	<input type="checkbox"/>	
SKULDUGGERY (CUN)	<input type="checkbox"/>	
STEALTH (AG)	<input type="checkbox"/>	
STREETWISE (CUN)	<input type="checkbox"/>	
SURVIVAL (CUN)	<input type="checkbox"/>	
VIGILANCE (WILL)	<input type="checkbox"/>	

CUSTOM SKILLS

CAREER?

RANK

<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

COMBAT SKILLS

CAREER?

RANK

BRAWL (BR)	<input type="checkbox"/>	
GUNNERY (AG)	<input type="checkbox"/>	
MELEE (BR)	<input type="checkbox"/>	
RANGED - LIGHT (AG)	<input type="checkbox"/>	
RANGED - HEAVY (AG)	<input type="checkbox"/>	

SOCIAL SKILLS

CAREER?

RANK

CHARM (PR)	<input type="checkbox"/>	
COERCION (WILL)	<input type="checkbox"/>	
DECEPTION (CUN)	<input type="checkbox"/>	
LEADERSHIP (PR)	<input type="checkbox"/>	
NEGOTIATION (PR)	<input type="checkbox"/>	

KNOWLEDGE SKILLS

CAREER?

RANK

KNOWLEDGE (INT)	<input type="checkbox"/>	
	<input type="checkbox"/>	

CUSTOM SKILLS

CAREER?

RANK

<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

WEAPONS

WEAPON

SKILL

DAMAGE

CRIT

RANGE

SPECIAL

<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

Radiation
Level

Total XP

Available XP

Character Description		Motivations	Critical Injuries	Notes
Strength:	Flaw:			
Desire:	Fear:			
Caps:	Equipment Log	Severity	Result	
Weapons & Armor:	Personal Gear:	12 boxes	12 boxes	

VEHICLE NAME: _____
MAKE/MODEL _____
HARD POINTS: _____
ENCUMBRANCE CAPACITY: _____

Fallout



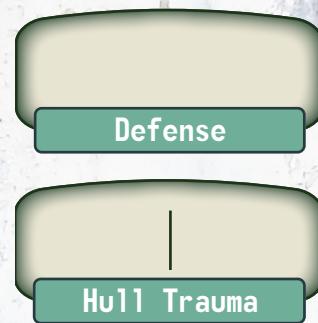
Silhouette



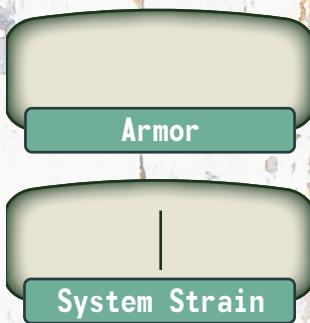
Speed



Handling



Defense



System Strain

CARGO

CONTROL SKILL

COMPLIMENT

PASSENGER CAPACITY

CONSUMABLES

PRICE / PARTY